UPBRINGING

character card

VALOR

STARDUST /6

INSPIRED?

MEMORIES

AGE

Name

Look

TRAITS | *Add 1 Trait die to a roll*

DIE

DIE

DIE

DIE

DIARY

COMPASS

character card

Draw on **1D4** Valor to reveal

SPARK

play card

If you're asked to burn Stardust but have no more, draw on Valor instead.

Reveal when you drop to **0** Valor

SHADOW

play card

Replenish half of your max Valor (rounded down) after revealing this.

IF YOU DROP TO 0 AGAIN, FAINT.

PLAYER REFERENCE *Playing the game*

ROLL THE DICE When you bravely contest an obstacle, say what you intend to accomplish, then…

1. Grab a **D10** for bravery and **1** Trait die if fitting.
2. Add **+1** to your final result for each that is true: you Exhaust an item, you use Inspiration, you are Bolstered.
3. Roll the dice and add up the results along with any **+1S**.

10+ Success! If you rolled a natural **10**, capture **1** Memory.

7-9 You succeed but face 1 Setback.

6- Collect **1D4** Stardust and choose: you don't do it and face 1 Setback, or you succeed at the cost of 2 Setbacks.

BOLSTER Say how you support another kid and draw on **1D4** Valor. The other player adds **+1** to their final result.

REST MOVES. 2-3 PER PLAYER

CATCH YOUR BREATH. When you join 1-3 other kids to relax or make yourselves useful, set the mood of the scene. What's everybody doing? Then, every player Rolls the dice individually. On a **10+**, choose 2 outcomes. On a **7-9**, choose 1. On a **6-**, you still choose 1 but act clumsy, awkward, or petty.

- You repair **1** item.
- You capture **1** Memory.
- You replenish **1D4** Valor or collect **1D4** Stardust.

FIND WHAT YOU NEED. When you sneak off alone in search of help, an item, or an answer, choose 1 outcome:

- You find exactly what you were looking for, but danger looms near it or there are strings attached—The Moon tells you how.
- You find something similar enough—The Moon tells you how it differs from what you asked for.

OPEN YOUR HEART. When you open up to another kid and they listen, share with them your feelings, fears, or past. Then, choose 1 outcome:

- You replenish all Valor. What do they help you see?
- You resolve a Condition. How does their care encourage you forward?
- You capture **1** Memory and collect **1D4** Stardust. What is special about this moment?

GROW UP. When you find a quiet place to reflect on the Memories you've collected, choose **1** Diary entry and answer the following questions: How does that event live on in The Daydream? What place, event, or change is inspired by it? Then, let go of your Memory tokens to do any number of the following.

-1: Draw 1 Utility or "Something New" from the Item deck.

-2: Draw 1 Trinket or "Something Strange".

-2: Record a new **D4** Trait.

-3: Swap 1 old Trait for a new one of equal value or 2 Traits for 1 of greater value.

-3: Add **+1** to your max Valor, up to 7 total.

SESSION MOVES

GO ON AN ADVENTURE. When you all venture deeper into The Daydream in pursuit of some fabulous hijinks, answer the following questions as a group: What do we want to accomplish? How do we get there? Everyone at the table should agree on the answer. Once you're ready, The Moon describes the Adventure's first obstacle and asks "What do you do?".

PSST! Before you start an Adventure, make sure to re-shuffle all Shadow and Spark cards—whether they've been revealed or not.

TAKE A BREAK. While on an Adventure, find temporary shelter to craft a plan, recruit an ally, or wait for an opportunity. Take **1** Rest action each.

REST. After an Adventure, find a place to unwind before going any further. Take **2-3** Rest actions each. The Moon makes up to **2** Eclipse moves.

END THE SESSION. As your session winds down, go around the table and…

- Describe a moment you really enjoyed from the game, compliment the player that made it possible, and capture **1** Memory.
- Dare 1-2 players to push their kids into making a hard choice. If someone Dares you and you fulfill the challenge next session, capture **1** Memory.
- Write down 1 wish each (The Moon included) for something you'd like to see next session.

DARE EXAMPLES. Inês is dared to be selfish, Mortimer is dared to open the creepy book.

NOTES…

☽ THE MOON *Running the game*

SAY "OK, YOU DO IT" A player accomplishes what they set out to do—no need to face a Setback or Roll the dice.

SAY "YOU DO IT…BUT" A player must accept a Setback of your choosing in order to succeed. Alternatively, they may choose to Roll the dice.

SAY "ROLL THE DICE" Interpret what success looks like and deal Setbacks if necessary.

AWARD INSPIRATION (+1): When a player conceives of a cunning plan.

MAKE A CRESCENT: Draw **2** circles on an index card to represent an overarching goal or approaching danger. Every time it feels right, fill **1** circle. If you fill them all, what you agreed upon happens.

ROLL A REACTION: Leave a development in the story or an NPC's actions to chance. Grab a **D4** if the outcome is unlikely, a **D6** if it's uncertain, and a **D8** if it's likely. Then, roll the die. On a **4+**, the outcome comes to fruition.

AWARD MEMORIES: At your discretion, when a player's narration sparks everyone's imagination, prompt all players to capture **1** Memory about it.

LIGHT SETBACKS

- *Reveal a new obstacle.* Something is coming. Is the danger clear or shrouded in mystery? The kids still have time to react.
- *Create or advance a Crescent.* What will happen if it fills?!
- *Meddle.* An obstacle demands attention! How will the kids overcome it?
- *Exhaust an item.* Take a kid's item and mark it as broken or lost. What happens to it? It still counts towards their item load.

HARD SETBACKS

- *Present a mighty challenge!* The situation becomes daunting. How do things escalate? What is revealed or subverted?
- *Go crazy!* Something goes hilariously wrong. What consequences do the kids face as a result?
- *Hand out a Condition card.* Choose **1**: A Target of Attention – Bewitched – Terrified Burdened – Caught in a Lie
- *Draw on a kid's Valor.* They take **-1** or **-1D4**. How do they get hurt?

SOLAR MOVES (MAX 3 MOVES PER ADVENTURE)

FORCE A CHOICE. *Run or hide! Lie or risk the truth!* Urge the kids to choose between two actions—they're in danger no matter what.

KEEP THEM ON THEIR TOES. *The door locks behind them, The Bloodhound can now go through walls.* Highlight new precautions or approaches the situation demands.

TWIST THE TALE. *The nightingales were behind it all along! Hepburn was but a ghost!* Subvert expectations or knowledge that was previously established as truth.

BRING BACK AN OLD PROBLEM. *That wasn't even Primrose's final form!* Make a callback to a previous obstacle in the Adventure or the campaign at large. Showcase how the problem has gotten worse or more dangerous since the last time the kids interacted with it.

EARN THEM A NEW RIVAL. *You restore The Fellowship of Rabbits' tower, but in doing destroy Yrsa the Witch's workshop.* The kids' actions have unexpected consequences—and one or more Wisps will remember their shortcomings.

ECLIPSE MOVES (MAX 2 MOVES PER CAMP)

SPOOK THEM. Present the kids with an eerie creature or situation in the dead of the night. Why is this frightening? How are the kids in danger?

A NEW…FRIEND? Describe how a quirky Wisp approaches the kids with a stern demand, a request for help, or a need for entertainment. What thing or person from the real world do they remind the kids of?

CALL FOR A FLASHBACK. Invite a kid to explore their backstory: The Daydream reshapes itself to bring their memories back to life. How does the flashback reveal a new angle of the truth?

THE DAYDREAM CHANGES. Introduce a new area, group of Wisps, upcoming event, or otherwise exciting change in the world. Actually…was it not there all along?

WISP NAMES Gramps – Azalea – Finette – Kolt – Silas – Cliona – Nova – Heriberto – Sigurd – Elfan – Tadhg – Gwilyn – Jimm – Oisin – Helga – Marin – Khoreo – Prunella – Gaston – Yon – Edna – Rosetta – Lilibet – Fergnard

WISP TYPE Hedgehog – Toad – Witch – Caterpillar – Sheep – Elephant – Bat – Mouse – Rabbit – Fungus – Macaw – Horse – Snake – Ghost – Owl – Unicorn – Octopus – Pirate – Wolf – Crocodile – Scarecrow

WISP PERSONALITY Humble – Naughty – Crafty – Impatient – Methodical – Dilligent – Ferocious – Cheeky – Persuasive – Breathtaking – Haggling – Ambitious – Paranoid – Brilliant – Loving – Distrustful– Hurt – Lethargic – Gloomy

WISP STATS

1. **HOPE:** What do they want?
2. **SECRET:** An object, fact, or wisdom
3. **BURDEN:** A quirk, limitation, or shortcoming
4. **MOVES:** 4 things they are great at doing often

CRESCENT 2e

feelings-delving role-playing

Core Deck

AHOY! Ahead are all the cards you need to play the game—ready to be cut and shuffled.

PRINTING INSTRUCTIONS

1. Use US Letter or A4 paper. The thicker the paper, the better.

IF YOU'RE USING US LETTER PAPER: Set the printer dialog to "Actual Size" or "Custom Size: 100%."
IF YOU'RE USING A4 (EUROPE): Set the printer dialog to "Fit."

2. Cut out the cards with a ruler and scissors or a utility knife. Alternatively, you may get the cards printed at your local friendly print shop. Happy gaming!

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CHARACTER CARDS 1/2

UPBRINGING

HERDER'S YOUNGEST

4 TRAIT: SHAPE

6 TRAIT: HERD

ITEM

SOMETHING LONG
(A.4)

UPBRINGING

BOOKBINDER'S ASSISTANT

4 TRAIT: READ

6 TRAIT: TINKER

ITEM

SOMETHING CRAFTY
(A.2)

UPBRINGING

TROUPE DANCER

4 TRAIT: AGILE

6 TRAIT: ENTERTAINMENT

ITEM

SOMETHING JINGLY
(A.9)

UPBRINGING

OVEN URCHIN

4 TRAIT: ROBUST

6 TRAIT: TIMING

ITEM

SOMETHING FIERY
(A.3)

UPBRINGING

STREET RAPSCALLION

4 TRAIT: INTUITION

6 TRAIT: SLIPPERY

ITEM

SOMETHING ANNOYING
(A.7)

UPBRINGING

WOODWORKER'S PAGE

4 TRAIT: CRAFT

6 TRAIT: MEND

ITEM

SOMETHING POINTY
(A.1)

UPBRINGING

OLDEST ORPHAN

4 TRAIT: IMPROVISE

6 TRAIT: PROMISES

ITEM

SOMETHING ALIVE
(A.6)

UPBRINGING

TEMPLE'S SECRET

4 TRAIT: QUIET

6 TRAIT: DISCIPLINE

ITEM

SOMETHING STICKY
(A.5)

CHARACTER CARDS 2/2

UPBRINGING

ERRANT APPRENTICE

4 **TRAIT:** CUTE

6 **TRAIT:** MISCHIEF

ITEM

SOMETHING HARMONIOUS
(A.8)

UPBRINGING

FOREST'S SECRET

4 **TRAIT:** WILDLIFE

6 **TRAIT:** WITS

ITEM

SOMETHING STURDY
(A.10)

COMPASS

WONDER — 1 USE EACH / SESSION

You are drawn to question how things are–to their inner workings. In The Daydream, there's just so much to marvel at. You shall learn it all!

HOW DOES THAT WORK? When you grasp something intriguing about The Daydream by nosing about, collect **1D4** Stardust. If you put everyone at risk while doing so, capture **1** Memory.

A-HA! Sometimes, you can just quickly grasp how something works. Take **+2** to act. *How did you learn?*

COMPASS

WARMTH — 1 USE EACH / SESSION

Unbridled kindness and a big heart guide you–While being stranded here is scary and all, why not make some friends while you can?

DO YOU WANT TO BE MY FRIEND? When you offer hospitality or aid to a Wisp and there's nothing in it for you, collect **1D4** Stardust. If the Wisp is dangerous, capture **1** Memory.

THIS IS BOB! A friendly Wisp has decided to join you this Adventure. *How did you get them to tag along?*

COMPASS

CAUTION — 1 USE EACH / SESSION

You think twice before you act–That's what's kept you intact, and The Daydream is no different: It's better to watch your step than to fall.

AND WHY SHOULD I TRUST YOU? When you question something that sounds a little bit too good, collect **1D4** Stardust. If you make everyone change plans, capture **1** Memory.

I KNEW IT! When dealt a Setback, say you suspected it all along and take **+2** to act. *What measures did you take?*

COMPASS

MISCHIEF — 1 USE EACH / SESSION

You just can't keep yourself from trouble. It just comes to you,really! Plus, with no adults in The Daydream…you may as well have a little bit of fun.

WHERE DID THEY GO? When you mysteriously disappear to conjure up shenanigans, collect **1D4** Stardust. If you come back with trouble capture **1** Memory.

IDEA! When you plot a bizarre scheme to get what you want, take **+2** to act. *Who do you plan to fool?*

COMPASS

CARE — 1 USE EACH / SESSION

You are the voice of reason among your friends, and the oldest in mind or age. They don't realize the danger you all face here; you must keep them safe.

SAY SOMETHING! When you stand up to a Wisp in an attempt to keep you all safe, collect **1D4** Stardust. If you prevent conflict, capture **1** Memory.

LEFT...! I MEAN...RIGHT! When you guide everyone to act as a team. Take **+2** to act. *How do you make them listen?*

PLAY CARDS (ITEMS) 1/8

ITEM

SOMETHING POINTY

A shovel,
gardening shears,
a hand saw

UTILITY A.1

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING CRAFTY

A needle and thread,
paper and ink,
metal tools

UTILITY A.2

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING FIERY

A candle,
a lantern,
bellows

UTILITY A.3

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING LONG

A wooden pole,
a step ladder,
a butterfly net

UTILITY A.4

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING STICKY

A pot of honey,
A bottle of glue,
A flask of oil

UTILITY A.5

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING ALIVE

A chonky frog,
a trusty mouse,
a shiny beetle

UTILITY A.6

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING ANNOYING

A slingshot,
a boomerang,
a horn

UTILITY A.7

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING HARMONIOUS

A banjo,
a hurdy-gurdy,
a mandolin

UTILITY A.8

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

PLAY CARDS (ITEMS) 2/8

ITEM

SOMETHING JINGLY

A tambourine, a ring of keys, a toy

UTILITY A.9

You can hold up to **3** *item cards. Block* **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING STURDY

A length of rope, a thick cushion, padded gloves

UTILITY A.10

You can hold up to **3** *item cards. Block* **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

VALORFUL STAR

Cast shadows away. You can't use it if you feel afraid

TRINKET B.1

You can hold up to **3** *item cards. Block* **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

WIGGLY TWIG

Twitches when something's not right– or when you lie

TRINKET B.2

You can hold up to **3** *item cards. Block* **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

TRENDY TRUNK

Dress perfect for the occasion every time you open it. You stand out.

TRINKET B.3

You can hold up to **3** *item cards. Block* **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

FIREPROOF QUILT

Protects you from anything until you run out of air

TRINKET B.4

You can hold up to **3** *item cards. Block* **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SERPENTINE LEASH

Quickly climb any surface–you must keep the leash well fed

TRINKET B.5

You can hold up to **3** *item cards. Block* **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

HAPPY PAN

Make a meal out of anything. The effect is unknown

TRINKET B.6

You can hold up to **3** *item cards. Block* **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

PLAY CARDS (ITEMS) 3/8

ITEM

WAX WINGS

Ascend gracefully for a short time–you're at the mercy of the wind

TRINKET B.7

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

WISHFUL HORSESHOE

Pulls you to what you seek with force–whether you want to or not

TRINKET B.8

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

WAYWARD KNOTS

Untie one knot to warp to the other knot–wherever it may be

TRINKET B.9

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

FEATHER HAIRPIN

The next thing you touch becomes light enough to hold–duration unknown

TRINKET B.10

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

OBSIDIAN CAULDRON

Melt anything into its prime components

TRINKET B.11

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

STORMBRINGER PEBBLE

The weather changes in a snap. You'd do best to hide

TRINKET B.12

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

MERCURY MIRROR

Reflects things as they truly are. Sometimes the reflections leap out

TRINKET B.13

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

EAGER PARUPPU

Grow a massive stem in a matter of seconds. It rises far into the sky

TRINKET B.14

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

PLAY CARDS (ITEMS) 4/8

ITEM

JINXED UNICYCLE

Smoothly slide over the tightest of ropes. The unicycle decides where to

TRINKET B.15

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

UNICORN SALIVA

Mend the breaks in any object. Something else fractures

TRINKET B.16

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

MNEMONIC LAMP

Reveal what hides in the past. You must escape back to the present

TRINKET B.17

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

FOLK MASK

Appear as a big and scary creature. Something always gives it away

TRINKET B.18

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

INVERTEBRATE WHISTLE

A multitude of bugs come to your aid. You must pay a deed in return

TRINKET B.19

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

UNDERDWELLER'S MOTH

Pick an emotion: You and everyone else present is viscerally overtaken by it

TRINKET B.20

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

PLAY CARDS 5/8

ITEM

SOMETHING NEW

Create a Utility!

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING NEW

Create a Utility!

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING NEW

Create a Utility!

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING NEW

Create a Utility!

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING STRANGE

Create a Trinket!

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING STRANGE

Create a Trinket!

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING STRANGE

Create a Trinket!

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

ITEM

SOMETHING STRANGE

Create a Trinket!

You can hold up to **3** *item cards.*
Block **1 TRAIT** *each to carry more.*

EXHAUST AN ITEM FOR +1 ON A ROLL.

PLAY CARDS (SPARKS) 6/8

SPARK

FLIGHT

Until the end of the Adventure...

Fly away for a couple of minutes at a time.

*Burn **1D4** Stardust every time you use this.*

SPARK

FORGE

Until the end of the Adventure...

Alter an object's materials or features. The effect lasts for up to 10 minutes or until the object breaks.

*Burn **1D4** Stardust every time you use this.*

SPARK

STRENGTH

Until the end of the Adventure...

Summon strength worth 3 or 4 grown-ups. The effect lasts for up to a minute.

*Burn **1D4** Stardust every time you use this.*

SPARK

SHAPESHIFT

Until the end of the Adventure...

Become a mixed creature: Say which animal is which part. The effect holds for a couple of minutes.

*Burn **1D4** Stardust every time you use this.*

SPARK

DREAM

Until the end of the Adventure...

Create objects out of thin air. They dissolve back into pure imagination after a couple of minutes.

*Burn **1D4** Stardust every time you use this.*

SPARK

FEEL

Until the end of the Adventure...

Understand a Wisp's thoughts, knowledge, or skills at a glance.

*Burn **1D4** Stardust every time you use this.*

SPARK

WEATHER

Until the end of the Adventure...

Reshape the environment. The effect holds for an hour or so.

*Burn **1D4** Stardust every time you use this.*

SPARK

DOOR

Until the end of the Adventure...

Open or close a secret, one-way passage.

*Burn **1D4** Stardust every time you use this.*

PLAY CARDS (SPARKS) 7/8

SPARK

STRETCH

Until the end of the Adventure...

Make objects bigger or smaller. The effect holds for a minute or so.

*Burn **1D4** Stardust every time you use this.*

SPARK

PIRATE

Until the end of the Adventure...

Become supernaturally fast and dextrous. The effect holds for a minute or so.

*Burn **1D4** Stardust every time you use this.*

SPARK

EMBER

Until the end of the Adventure...

Kindle a blazing flare of wandering light. It lasts about 20 minutes.

*Burn **1D4** Stardust every time you use this.*

SPARK

STRAW

Until the end of the Adventure...

Turn your insides into cushioned straw–no fall or object can hurt you. The effect lasts 10 minutes.

*Burn **1D4** Stardust every time you use this.*

SPARK

GHOSTLY

Until the end of the Adventure...

Become translucent and go through any solids. The effect lasts 10 minutes.

*Burn **1D4** Stardust every time you use this.*

SPARK

NO

Until the end of the Adventure...

Neutralize something bad that's about to happen. Whatever it is, it just doesn't come to pass.

*Burn **1D4** Stardust every time you use this.*

SPARK

MAGNET

Until the end of the Adventure...

Attract or repel objects from you. The effect lasts about 5 minutes.

*Burn **1D4** Stardust every time you use this.*

SPARK

STASIS

Until the end of the Adventure...

Freeze objects in time for up to a minute.

*Burn **1D4** Stardust every time you use this.*

PLAY CARDS (SPARKS & SHADOWS) 8/8

SPARK

FRIEND

Until the end of the Adventure...

Dream up an imaginary friend that can do things you can't do or know things you don't know. They vanish after a couple of minutes.

*Burn **1D4** Stardust every time you use this.*

SPARK

QUIET

Until the end of the Adventure...

You and your friends can move without being heard, so long as no one speaks. The effect lasts 10 minutes.

*Burn **1D4** Stardust every time you use this.*

SHADOW

THE ECHO

A silent, shadow-clothed silhouette leaps into the scene. It looks identical to you–yet, it antagonizes your actions.

- *How is it different from you?*
- *What can it do that you can't?*

Draw **A TARGET OF ATTENTION** from the Condition deck.

SHADOW

THE NIGHTMARE

A recurring nightmare transforms the scene. It is rooted in an old fear or memory–now for everyone to see.

- *What person or theme embodies the nightmare?*
- *How does the nightmare distort the truth?*

Draw **TERRIFIED** from the Condition deck.

SPARK

PUPPETEER

Until the end of the Adventure...

Take over a person or object for a minute or so.

*Burn **1D4** Stardust every time you use this.*

SPARK

METAL

Until the end of the Adventure...

Become shiny, extremely heavy metal. The effect lasts 10 minutes.

*Burn **1D4** Stardust every time you use this.*

SHADOW

THE TREASURE

An aspect of yourself detaches from you and becomes a living manifestation of who you are–glimmering as it is fragile. *Be sure not to lose it.*

- *What physical shape does this feeling take?*
- *What would happen if someone stole it from you?*

Draw **BURDENED** from the Condition deck.

SHADOW

THE BOOGIE

A creature separates you from the rest: They act inviting and alluring, and implore you to "help" them.

- *What makes you think they are not who they seem?*
- *How do they convince you to act against the rest?*

Draw **CAUGHT IN A LIE** from the Condition deck.

PLAY CARDS (SHADOWS & CONDITIONS) 3/3

SHADOW

THE IMP

A folk creature you have been cautioned against makes an appearance, or turns out to have been a Wisp all along.

- *What scary about it?*
- *What does it do to bad children?*

Draw **BEWITCHED** from the Condition deck.

CONDITION

A TARGET OF ATTENTION

When you act while holding this, ***flip a coin:*** On heads, draw on ***1 Valor*** to act.

A nightmare, beast, or admirer just won't leave you alone. If given the choice, they'll always pursue you at any cost.

- When you free yourself from the pursuer, capture **1** Memory and discard.

CONDITION

BEWITCHED

When you act while holding this, ***flip a coin:*** On heads, draw on ***1 Valor*** to act.

Your hands and feet swap, you move against your will, your mouth becomes a parrot's beak.

- When you break free from the curse, capture **1** Memory and discard.

CONDITION

TERRIFIED

When you act while holding this, ***flip a coin:*** On heads, draw on ***1 Valor*** to act.

You glimpse into a monsters' eyes, you must face your fears, you're about to get eaten.

- When you escape the source of your fear, capture **1** Memory and discard.

CONDITION

BURDENED

When you act while holding this, ***flip a coin:*** On heads, draw on ***1 Valor*** to act.

You juggle way too many items, feelings, or responsibilities.

- When you let go of some of the weight, capture **1** Memory and discard.

CONDITION

CAUGHT IN A LIE

When you act while holding this, ***flip a coin:*** On heads, draw on ***1 Valor*** to act.

You're spinning a tale, passing for someone you're not, or otherwise befooling a Wisp.

- When you get caught or otherwise cement the lie as truth, capture **1** Memory and discard.